

## CLAIMS

What is claimed:

*Sub B1*

- 1) A method for playing a bonus game on an underlying slot machine, comprising the steps of:
  - a) establishing a plurality of paths, each of which is comprised of a plurality of squares.
  - b) establishing a random means of traversing the paths, the random means affording the possibility of two or more moves being required to complete the bonus game;
  - c) allowing a player to select one of the paths;
  - d) moving along a player selected path according to the random means, while awarding the player the values associated with squares landed upon;such that the overall house advantage is controlled within a predetermined range.
- 2) The method of claim 1 with one or more value squares along the paths.
- 3) The method of claim 1 wherein the random means is performed by spinning a spinner.
- 4) The method of claim 1 wherein the random means is performed by rotating a wheel.
- 5) The method of claim 1 wherein the random means is performed by rolling at least one die.
- 6) The method of claim 1 wherein the random means is performed by flipping a coin.
- 7) The method of claim 1 wherein the random means uses a random number generator.
- 8) The method of claim 1 wherein the step of establishing a plurality of paths, each of which is comprised of a plurality of squares includes using a stop square.

Sub B2

Sub C1

Sub B3

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9) The method of claim 1 wherein landing on certain squares causes additional movement.

10) The method of claim 1 by establishing intersecting paths.

11) The method of claim 1 with the step of establishing one or more squares having an associated game.

12) A method for playing a bonus game for a base game, comprising the steps of:

- a) establishing in the play of the bonus game a plurality of paths, each of which paths includes a plurality of positions with at least one value position there between;
- b) moving along a player selected path with a provided random selection, while awarding the player the values associated with positions landed upon such that the overall house advantage is controlled within a predetermined range.

13) The method of claim 12 wherein the step of moving includes a stop position.

14) The method of claim 12 wherein the step of moving includes random selection of positions that cause additional movement.

15) The method of claim 12 wherein the step of establishing plural paths includes at least one position common to the plural paths whereat the paths intersect.

16) The method of claim 12 wherein the establishing step includes one or more value positions having an associated game.

Sub B4

17) A method for playing a casino game of chance, comprising the steps of:

- a) establishing in the play of the game a plurality of paths, each having at least two positions;
- b) allowing a player to select one of the plurality of paths;

- c) moving along the player selected path according to chance, while awarding the player the values associated with the selected path, and
- d) controlling the house advantage of the game of chance within a predetermined range.

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18) The method of claim 17 for playing a casino game of chance by playing a base game and a bonus game.

19) The method of claim 18 for playing a casino game wherein the step of controlling the house advantage provides a total range thereof of about twenty percent.

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20) The method of claim 18 for playing a casino game wherein the step of controlling the house advantage includes a range for the player selected best path to the player selected mean path of about fifteen percent.

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21) The method of claim 17 wherein the step of moving according to chance uses the spinning of a spinner.

22) The method of claim 17 wherein the step of moving according to chance uses the rotating of a wheel.

23) The method of claim 17 wherein the step of moving according to chance uses the rolling of at least one die.

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24) The method of claim 17 wherein the step of moving according to chance uses the flipping of a coin.

25) The method of claim 17 wherein the step of moving according to chance uses a random number generator.

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26) The method of claim 17 wherein the step of establishing a plurality of paths, each of which is comprised of a plurality of positions includes using a stop position.

27) The method of claim 17 wherein landing on certain positions causes additional movement.

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28) The method of claim 17 wherein the paths intersect.

29) The method of claim 17 with the step of establishing one or more positions having an associated game.

30) The method of claim 17 with the step of allowing the player to acquire items.

5 31) The method of claim 17 with the step of allowing the player to acquire privileges.

*Sub B5*

10 32) A casino game of chance for at least one player comprising:  
a) a game surface accessible and visible to the player;  
b) a plurality of paths on the game surface arranged for player selection of one path, each path having at least two positions beginning at start position, and finishing at end position;  
15 c) movable indicia on the game surface, the movable indicia for showing the position on the selected path of the player;  
d) a mechanism of chance carried on the game surface and available to the player, the mechanism of chance for determining movement along the player selected path and awarding the player the values associated with  
20 positions along the selected path, and the game of chance structured so that the expected value of each of the plurality of paths is approximately identical.